

Dungeon of the Mirror Wizard

A faint smell of death emanates from the old dungeon rumored to belong to the Mirror Wizard.

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1. A room filled with broken pieces of furniture. There is a small mirror on the floor. Locked door blocks your way. If one looks into the door's big keyhole they can see reflecting surface inside.

There is a big key hanging on the wall. If the key is taken out, a small crack on the wall emits a faint beam of light in a straight line.

Trying to open the door with key causes venomous spiders to erupt from the keyhole. The door must be opened by reflecting the beam to the door's keyhole. Or perhaps strong hands can break the door.

2. A glass gargoyle stands tall at the center of the room. It stays still. Shelves full of utensils and rotten vegetables cover two walls. On the wall facing the gargoyle hangs a mirror on the wall. A keen eye can see tiny cracks running through the mirror's surface.

If you look at the gargoyle's reflection in the mirror it attacks with fury. If the gargoyle is injured badly it jumps to the mirror's image to heal itself. By breaking the mirror, the gargoyle comes out of the mirror, but covered in sharp glass shards.

If one breaks the mirror before looking at the gargoyle's reflection they can pass safely.

3. Large dining room with huge mirror covering the wall. A dead wizard lies on the ground. One can see other travelers flickering in the mirror, but themselves with ease.

If one touches their reflection, that reflection comes to life as a mindless evil version of the adventurer. It steps through the mirror and starts attacking.

Adventurers must walk through the mirror eyes closed.

4. An empty room filled with a faint smell of gold.

5. The room is filled with torn scrolls. A robber is skimming through them with bloody hands. Before her death the wizard cursed the robber to be haunted by disturbing illusions. Besides his basic attacks, the robber will use illusory spells from the scrolls.

Few scrolls might be intact after the fight. From the robber you can find a small mirror frame. If that frame is brought to the empty room, it reveals gold on the floor that can be picked up through the frame.

